

Lone Wolf Club Newsletters

Newsletter #8

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

Paul Bonner is the illustrator of the World of Lone Wolf books, some illustrations of which are reproduced in this newsletter.

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This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Jonathan Blake – providing better quality scans of artwork taken from the books.

Paul Haskell – providing better quality scans of artwork taken from the books.

Simon Osborne – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

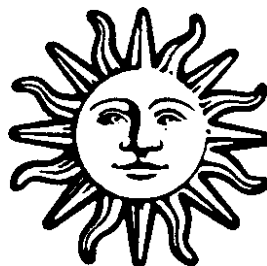


NEWSLETTER No. 8

This issue sees the start of a Lone Wolf comic strip drawn and scripted by Sean Doran and Jim Clarke, two Lone Wolf Club members from Belfast. They are also the joint editors of a nifty little fanzine called 'FANTASY UNLIMITED' which contains a mix of art, articles, reviews, comic strips, computer stuff and readers' letters. If you like / hate the Lone Wolf strip, or would like to find out more about 'FANTASY UNLIMITED', drop Sean and Jim a line and a SAE at the 'FU' headquarters (FUHQ, 14 Velsheda Court, Belfast, Nth. Ireland, BT14 7LZ).



The latest Lone Wolf adventure—'THE CAULDRON OF FEAR'—was published in the UK whilst this issue of the newsletter was in production (2nd April), and is available in the shops now! To order a signed copy, use the Book Order Form which you'll find on page 10.

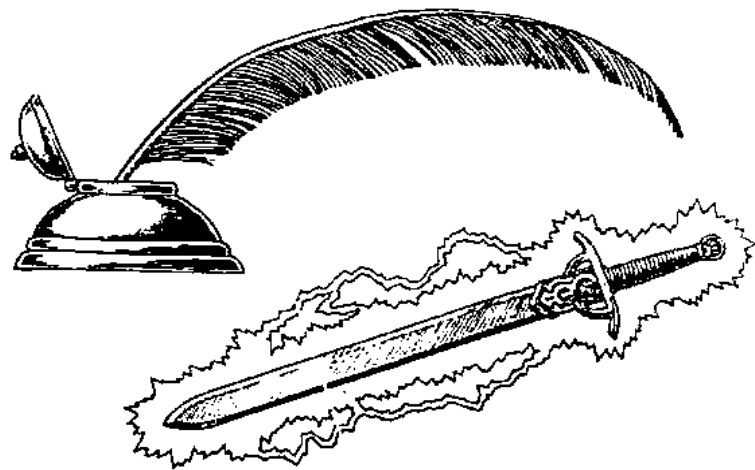


The two battle-days (announced in the New Year's Special) turned out to be such great fun for everyone who took part that Joe is hosting another game at his house on the 21st JUNE 1987. This time the cost per person is only £26.10 + VAT (souvenir photos extra). As before, the number of places will be limited so if you'd like to take part you're advised to send for a booking form as soon as possible. To obtain full details and a booking form, send a stamped addressed envelope to: Joe Dever, c/o Beaver Books 62/65 Chandos Place, London, WC2N 4NW.



Monastery Mailbag

A SELECTION OF LETTERS
FROM LONE WOLF FANS



Why are there different area names within the Darklands?

(Jason Dyson, HANTS)

The regions which appear on the maps of The Darklands take their names from words in the Giak language. The main regions are:

AZTAREGINA	North Sea
GOURIZAGA	Coldlands
NAOGIZAGA	No-lands
DAJDOKRITZAGA	Moon Mountains
KAGAZITZAGA	Fire Mountains
DEJKAATA	East Shallows

In Newsletter No. 7 you showed us the Badges of Rank for the Kai Disciplines. What are the Badges of Rank like for the Magnakai ranks of Kai Master to Kai Grand Master?

(Paul Fox, Dublin)

The insignia for Kai Masters are very different to the Badges of Rank worn by Kai Lords who have yet to master all of the basic Kai Disciplines. When a Kai Lord becomes a Kai Master he is granted the privilege of being allowed to design his own uniform. But in order for others to be able to identify his rank, these unique uniforms had to conform to certain specifications. Each level of Magnakai training is identified by a colour and a symbol. When a Kai Master designs his uniform (which he must do every time he masters a new Magnakai Discipline) he must incorporate his Magnakai rank colour and symbol into the design. Before their massacre, it was common for Kai Masters to combine elements of their name, rank symbol and rank colour into a crest which was worn as an

embroidered badge on their right shoulder. For their formal uniforms, worn in battle or on special or state occasions, these crests were woven into the fabric and would cover both the chest and the back of the tunic. The Kai Master rank colours & symbols were as follows:

<u>RANK</u>	<u>COLOUR</u>	<u>SYMBOL</u>
KAI MASTER	Grey	Castle
KAI MASTER	Light	Anvil
SENIOR	Blue	
KAI MASTER	Dark	Ship
SUPERIOR	Blue	
PRIMATE	Green	Oak tree
TUTELARY	Scarlet	Sword
PRINCIPALIN	Orange	Horse's head
MENTORA	Yellow	Dragon
SCION-KAI	White	Moon
ARCHMASTER	Silver	Star
KAI GRAND		
MASTER	Gold	Sun

It should be noted that following the massacre of the Kai, Lone Wolf has chosen not to follow in the tradition of designing his own uniform. He has decided to wear his Initiate's tunic until he has successfully completed the Magnakai quest.

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO: LONE WOLF CLUB
BEAVER BOOKS
BROOKMOUNT HOUSE
62-65 CHANDOS PLACE
COVENT GARDEN
LONDON WC2N 4NW.



What are Giak Shamans?

(Nathan Worrell, Grimsby)

The Nadziranim use some Giaks, the most intelligent ones, as assistants and slaves in the preparation of their sorcerous experiments. Some of these privileged Giaks have been able to learn the rudiments of the Black Art and it is these few (they number no more than a dozen or so) who have earned the title of Shaman. Generally they remain in the service of their particular Nadziranim master, but often in times of war they are attached to Giak regiments and operate as Battle-magicians.

Could you tell me the names of all the Lorestones of Nyxator?

(Andrew Simmons, Devon)

The names of the seven Lorestones of Nyxator are:

VARETTA, HERDOS, OHRIDO,
TAHOU, LUOMI, GAMIR and VINALDO

What are the names of the future Lone Wolf books?

(Alan Cathcart, Kilcreggan)

Lone Wolf Book 10 will be entitled 'THE DUNGEONS OF TORGAR'; Book 11 will be entitled 'THE PRISONERS OF TIME'; and Book 12 will be called 'THE MASTERS OF DARKNESS'.

If Lone Wolf has Weaponskill & Weapon-mastery with the same weapon, does this give him +3 or +5 extra COMBAT SKILL points in battle? Also, if he has Healing as well as Curing, does this give him +2 ENDURANCE points back for every section through which he passes without combat?

(Jethro Woudhuysen, Holland)

The correct weapon bonus is +3, one higher than the basic Kai Discipline bonus for having Weaponskill. Kai mastery of Curing gives the same +1 ENDURANCE point back

(for every section through which you pass without combat) as does the basic Kai Discipline of Healing. The mastery advantage comes with the ability to cure disease, blindness and combat wounds, as well as being able to identify the properties of herbs, roots and potions. Additional advantages are gained at higher rank as the Magnakai Discipline improves.

How do you pronounce 'Giak'?

(Keith Dearman, London)

The word Giak is pronounced 'Gee' (as in 'the')-'ak' (as in 'mack').

Will Lone Wolf ever meet up with the mercenary captain who appears in 'The Kingdoms of Terror'?

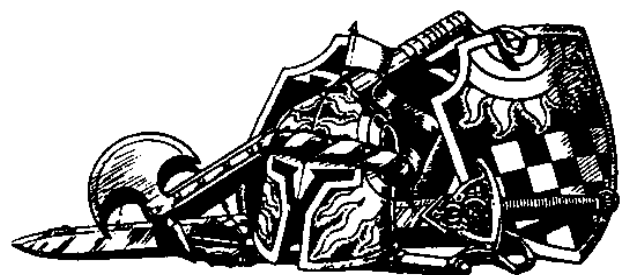
(James Tipp, London)

Unfortunately the mercenary captain (whose name is Hal Morkarn) and his band of brave fighters were wiped out during the Darklord invasion of the Stornlands in the year MS 5061. They were defending the town of Oredal at the time of their deaths. The enemy were a Giak / Drakkarim army group led by Darklord Menashga.

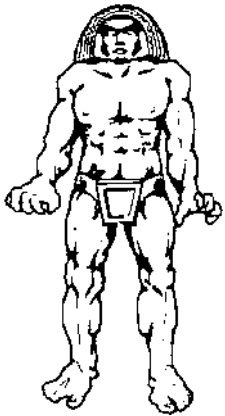
In the Story so Far section of 'The Cauldron of Fear' it says that Lone Wolf is Skarn—the Wolf of Dessi legend. Who then is Ikar—the Eagle of Dessi legend?

(Peter Jacobs, Milton Keynes)

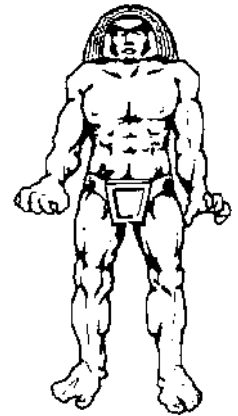
Skarn and Ikar are the two 'Koura-tas-Kai' of Dessi legend. Lone Wolf is the wolf of legend and Sun Eagle, the first Kai Grand Master was the eagle of the legend.



News from the Monastery



In this issue we preview the next episode of the Lone Wolf saga by printing the 'Story so far' section of



"THE DUNGEONS OF TORGAR"

You are the warrior, Lone Wolf, last of the Kai masters of Sommerlund and sole survivor of the massacre that destroyed your kinsmen during a bitter war with your age-old enemies—the Darklords of Helgedad.

Many centuries have passed since Sun Eagle, the first of your kind, established the Order of the Kai. Aided by the magicians of Dessi, he completed a perilous quest to find seven crystals of power known as the Lorestones of Nyxator, and upon their discovery he unlocked a wisdom and strength that lay within both the Lorestones and himself. He recorded the nature of his discoveries and his experiences in a great tome entitled *The Book of the Magnakai*. You have discovered this lost Kai treasure and have given a solemn pledge to restore the Kai to their former glory, thereby ensuring the security of your land in the years to come. However, your diligent study of this ancient book has enabled you to master only three of the ten Magnakai Disciplines. To fulfil your pledge, you must complete the quest first undertaken by Sun Eagle over a thousand years ago. By doing so successfully, you, too, will acquire the power and wisdom of the Magnakai, which is held within the Lorestones' crystal forms.

Already your quest has taken you far from your northern homeland. Following in the footsteps of the first Kai Grand Master, you journeyed to Dessi and sought the help of the Elder Magi, the magicians who aided Sun Eagle on his quest long ago. There you learned that for centuries the Elder Magi had awaited your coming. An ancient Dessi legend tells of the birth and rise to greatness of two *koura-tas-kai*, which means 'sons of the sun'. One was named *Ikar*, which means 'eagle', and the other was named *Skarn*, which means 'wolf'. A prophecy foretold that the *koura-tas-kai* would each come from the north to seek the counsel of the Elder Magi in order that they might fulfil a great quest. Although separated by several centuries, they would share one spirit, one purpose and one destiny—to triumph over the champions of darkness in an age of great peril. The Elder Magi knew that you were *Skarn*—the wolf of Dessi legend—and in keeping with their ancient vows they promised to help you complete the Magnakai quest.

In Elzian, the capital of Dessi, you were tutored in the histories of Magnamund and received lessons in lore that you would have learned from the Kai masters if only they, like you, had survived the murderous Darklord attack on the Kai monastery twelve years ago. You were eager to learn all that your tutor, Lord Rimoah, could teach you in preparation for the next stage of your quest, but grim news from the Darklands cut short your tuition. In the Darklord city of Helgedad a civil war had erupted, following your defeat of Haakon, Archlord of the Black City. After five years, the battle for the throne of Helgedad had finally been won by a Darklord called Gnaag. The other Darklords, now united behind this new leader, were ordered to amass huge armies in preparation for the conquest of Magnamund. Swiftly their Giak legions grew in number, enabling Gnaag to launch a sweeping invasion that was to catch the Freelands unprepared. Several countries, after brief but futile resistance, were completely overrun by Darklord armies; others surrendered without fighting in the face of their determined might. And sadly there were others who chose to betray former friends and allies by joining the Darklord cause, in the misguided hope that they would share in the spoils of victory, following the triumph of Darklord Gnaag. One such land was Vassagonia, a powerful desert realm to the north of Dessi. Her armies mobilized and invaded the neighbouring states of Casiorn and Cloeasia, then marched west through the republic of Anari in order to join with Gnaag's horde as it steamrolled across central Magnamund. The Elder Magi urged you to begin the quest for the fourth Lorestone at once. The enemy armies were converging on the Anarian capital of Tahou, and beneath that ancient city the Lorestone lay hidden.

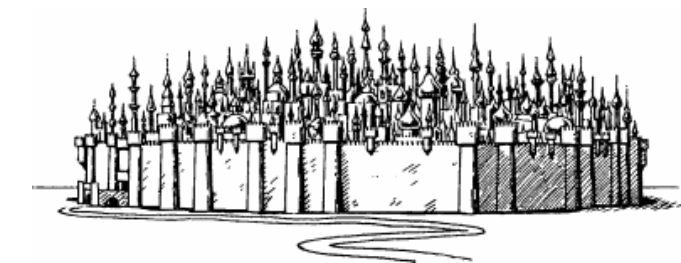


Aided by Magemaster Banedon, an old friend and fellow countryman, you set off in haste for Tahou and arrived barely hours ahead of the enemy. Successfully you made your descent and discovered the object of your quest, but on returning to the surface you found Tahou transformed into a blazing inferno. Darklord Gnaag and Zakhan Kimah, the ruler of Vassagonia, had learnt of your presence and were determined to destroy you at all costs. For days their engines of war had hurled fire and rock across the walls of Tahou with devastating effect. Then a massive assault, led by the Zakhan himself, breached the west gate and gained entry to the burning city. Armed with a weapon of awesome power, the evil Zakhan sought you out and challenged you to a fight to the death. The struggle was desperate but you emerged victorious and led the Anarians in a counterattack that cleared the city of the invading foe. The allies of Anari arrived to raise the siege and in the ensuing battle the demoralized armies of Gnaag and Kimah were smashed and routed.

‘We are now sure that what he saw was the arrival of the stolen Lorestones,’ said Rimoah, speaking on behalf of the High Council. ‘They radiate a goodness so strong that Gnaag could not hold them in the Darklands but had to move them to Torgar. There his sorcerers—the Nadziranim—are searching for the means to destroy them. The black art of the Nadziranim has grown powerful of late and we fear they may achieve the task set them by Gnaag. Therefore we must act quickly and with utmost secrecy if the Lorestones and the Magnakai quest are to be saved.’



The Elder Magi had already made preparations for your secret journey to Eru where, upon your arrival, Prince Graygor will help you reach the grim city of Torgar. The thought of having to enter the terrible Drakkarim stronghold fills you with dread, but your pledge to destroy the Darklords and restore the Kai strengthens your resolve and helps you suppress your fear.



Your defeat of Zakhan Kimah turned the tide of war decisively against the Darklord armies and paved the way for the liberation of the lands they had taken by force. But the sweet taste of victory turned sour when you discovered that Darklord Gnaag had captured the last three remaining Lorestones of Nyxator. Lord Rimoah and other members of the High Council of the Elder Magi joined you in Tahou to help formulate a plan of action. They had already received word from Prince Graygor, the ruler of Eru, that one of his patrols had found a man near the borders of the Hellswamp. He was a Talestrian soldier who had escaped from the dread city-fortress of Torgar where he had been imprisoned after being captured in battle. He had suffered terribly at the hands of the Drakkarim—evil humans in the service of the Darklords—and when found he was so badly injured that he was almost unrecognizable. Before he died he spoke of three radiant gems filled with golden light that had been brought to Torgar from the Darklord city of Mozgôar.



On the eve of your journey to Eru, the Elder Magi convene a special meeting of the High Council to pray for the success of your mission. For several hours they kneel in prayer until finally they arise and intone the blessing that has sustained you in the past: ‘May the gods Ishir and Kai protect you on your journey into darkness, Kor-Skarn.’



The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JOHNNY LAST
Age: 12
Address: England
Hobbies: Madonna, skateboarding, Lone Wolf, FF, computers, Ted Hawkins
Would like a pen-pal (boy or girl) of similar age and interests.

Name: ROBERT ALSUP
Age: 12
Address: England
Hobbies: Fantasy wargames, metal miniatures, gamebooks & drawing.
Would like a boy pen-pal aged 10–13 with similar interests.

Name: JOEL FINE
Age: 9
Address: England
Hobbies: Lone Wolf, FF, D&D, GrailQuest, Maelstrom
Would like a pen-pal (boy or girl) preferably who is into D&D as a Dungeon Master or a Player Character.

Name: CHRIS ASKHAM
Age: 13
Address: England
Hobbies: 2000AD, gamebooks (writing & playing them), drawing cartoons, reading, comics, films & Lone Wolf.
Would like a pen-pal (boy or girl) with similar interests.

Name: BEN BLACKWELL
Age: 12
Address: England
Hobbies: Lone Wolf, Grey Star, D&D, cinema, computers (Spectrum).
Would like a pen-pal (boy or girl) with similar interests and of the same age group (must have a good sense of humour).

Name: CHRISTOPHER CAMPBELL
Age: 21
Address: England
Hobbies: Lone Wolf, reading Penguin Classics, live music, football ('Heart of Midlothian'), and parties at weekends.
Would like a female pen-pal aged 16–21 (anyone like Tanith in Grey Star!).

Name: DERMOT ORR
Age: 14
Address: England
Hobbies: D&D, Lone Wolf, Fighting Fantasy, board games, computers, Oriental history (Japanese warrior clans).
Would like a girl pen-pal aged 14 / 15.
Photo with first letter.

Name: MATTHEW DALBY
Age: 17
Address: England
Hobbies: RPGs & gamebooks, writing, drawing, graphic design, sci-fi, walking.
Would like a female pen-pal aged 16–18, English speaking, willing to communicate with a total chaotic!

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

TYPE OF PEN-PAL YOU WOULD LIKE

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:

LONE WOLF CLUB (KK), 62–65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

The Companion Postscript

The Mythenish / Tianese Nations

VADUZHAN

The Mythenish race were the first men to appear in Southern Magnamund following the creation of the Moonstone. They appeared in Vaduzhan in MS 289 and quickly migrated to the north and east, having first established their cities on the Mythenian Peninsula. The Great Civil War of MS 1620 split Vaduzhan and gave birth to the neighbouring dictatorship of Bhanar. Hostility between the nations has cooled, although border incidents and trade wars are still commonplace.



THE ISLAND PRINCIPALITIES OF MHYTAN

The mainland and islands of Mhytan have enjoyed the benefits of controlling the narrow straits which give access to the Chai Sea. The citizens are, by nature, seafaring traders. Their merchant fleets are the largest in all of Magnamund and their blue and gold ensign is a common sight in any trading port. They are also gifted at diplomacy, a skill which has helped them to avoid the many wars that have plagued their neighbours over the last centuries.



THE PLAINLANDS OF LISSAN

Formerly inhabited by the proud warrior race of plains nomads called the Masbaté, the Mythenish peoples of this region were decimated almost to a man by the invasion of Shasarak the Wytch-King and his evil host of Zadakar demons in the early months of MS 5044. After a prolonged war using his chariot legions, the evil Wytch-King unleashed the abomination of the Zadakar against whom the Masbaté had no defence. Their ruler, King Samu, survived the extermination of his people and fled east to escape Shasarak's monsters which now inhabit the plains (MS 5050).



THE PROVINCE OF ANDUI

This land-locked province was once part of the state of Korli, but its fiercely independent inhabitants broke with Korlian rule following the discovery of mineral wealth in the mountains of the Kashima Range. The fertile lands that border upon the rivers Anduis and Kalamar have since experienced many wars contesting their rightful ownership. Anduin forts



sprang up to defend the border, but they proved ineffective in preventing the Shadakine from invading and occupying Andui in MS 4665.

THE PROVINCE OF SUHN

From the earliest settlements of Suhn, its industrious inhabitants have preserved a careful neutrality through skilful diplomacy and the intrigues of its ruling household—the Shygin. However, many of the petty wars which have befallen Suhn's neighbours have been caused by the devious manipulations of Suhnese nobles and ambassadors who have profited from these conflicts. Too small to dominate and too influential to be conquered by other Tianese nations, Suhn remained untouched by war until the coming of the Shadakine. The Shygin chose to capitulate to the Shadaki invaders in order to remain intact, rather than engage in fruitless resistance to Shasarak's rule.



THE DESOLATION OF TAKLAKOT

In the year MS 3154, the land of Taklakot rose to power following the arrival of the renegade Shianti wizard—Shasarak the Great—who had refused to obey the call to exile of his fellow Shianti brothers. The power of his 'sun-stone' accelerated the evolution of the Taklakotians, but by their own ineptness, its power was eventually misused and brought about the total destruction of their land. It became known as Desolation Valley, and the only city which remained—Gyanima—was shunned by all outsiders due to the curse of a terrible wasting sickness that befell nearly all who dared enter its environs.



THE FREEDOM GUILD OF KARNALI

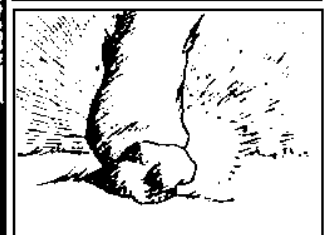
The people of this land have long held a reputation for being tough and indomitable, a reflection of the region that they chose to inhabit. The bleak marshes and deadland of Karnali attracted Tianese frontiersmen who were prepared to suffer the hardships of this region in order to free the soil of its considerable mineral wealth. Naturally rebellious, Karnali was the first nation to throw off the yoke of Shadakine oppression in the year MS 5050, after having been the last region to fall to their domination.



LONE WOLF

Flight from the Dark

SCRIPT: Jim Clarke
ART/LETTERING: Sam Decker
FROM A STORY BY JOE DEVLIN



SOME HOURS LATER -
WHEN HE RECOVERS
CONSCIOUSNESS....

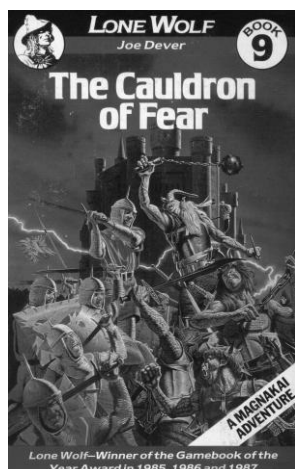


NEXT: THE RUINS OF RAUMAS!



LONE WOLF

ORDER FORM



POSTAGE CHARGES

No. of books	UK/BFPO	OVERSEAS
1	0.32p	0.60p
2	0.45p	0.70p
3	0.64p	0.80p
4	0.72p	£1.15p
5	0.76p	£1.40p
6	£1.15p	£1.60p
7+	£1.42p	£1.80p

IMPORTANT: All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

LONE WOLF CLUB MEMBERS have the EXCLUSIVE opportunity to purchase individual titles, or complete sets, in the Lone Wolf / Grey Star/ Combat Heroes series, signed by author JOE DEVER.

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.95		
LONE WOLF 2: Fire on the Water	£1.95		
LONE WOLF 3: The Caverns of Kalte	£1.95		
LONE WOLF 4: The Chasm of Doom	£1.95		
LONE WOLF 5: Shadow on the Sand	£1.95		
LONE WOLF 6: The Kingdoms of Terror	£1.95		
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COMBAT HEROES 1: The White Warlord	£2.25		
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COMBAT HEROES 2: Emerald Enchanter	£2.25		
COMBAT HEROES 2: Scarlet Sorcerer	£2.25		
THE MAGNAMUND COMPANION: An encyclopaedia of the world of Lone Wolf.	£6.95		
NAME: _____		SUB-TOTAL	
ADDRESS: _____		POSTAGE	
_____ Postcode: _____		TOTAL	

Send your order to: LONE WOLF BOOK OFFER, C/o BEAVER BOOKS, 62-65 Chandos Place, London, WC2N 4NW, England.

If you wish to keep your newsletter intact, copy or photocopy this order form and enclose it with your remittance.



COMPETITION RESULTS

The winner of the MAGNAMUND COMPANION MEGA-QUIZ which featured in Newsletter No. 7 was:

BRIAN ROBINSON of CARLISLE

whose winning answers were the first to be drawn at random from over one hundred and fifty entries received by the competition completion date (13th March 1987). Brian wins a Sharp EL-344 solar-powered calculator. The next three correct answers chosen were sent in by the following Kai Masters:

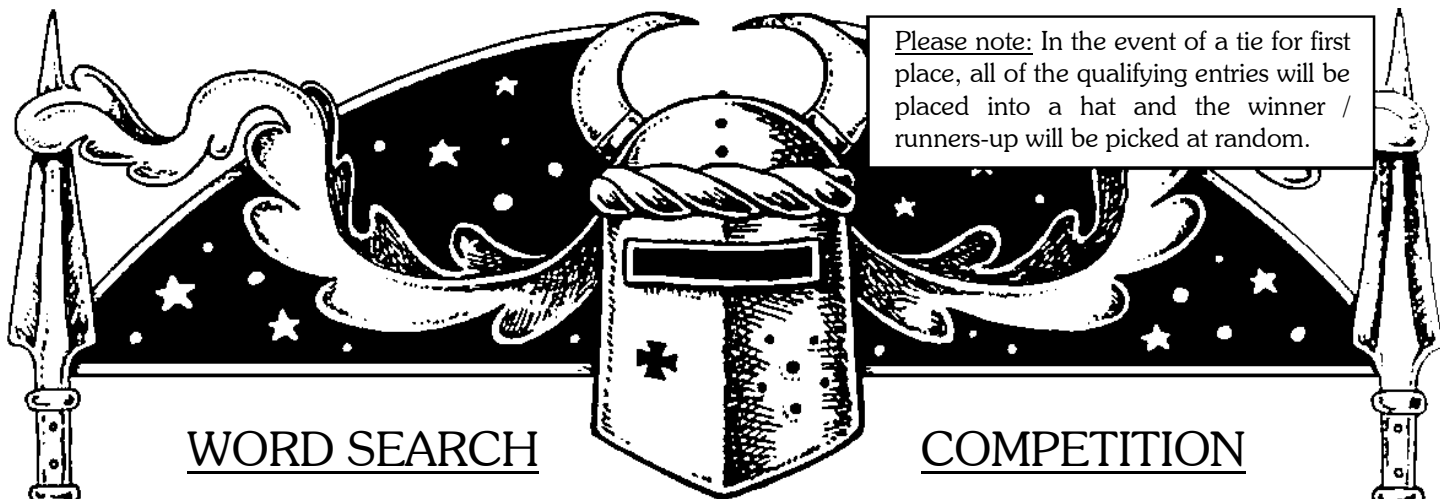
PETER BETTERIDGE of KENT
JONATHAN ADAMS of GLASGOW
ANDREW SIMMONS of ASHBURTON

They each receive personally dedicated photographs, framed and signed by Joe Dever. For those of you still wondering what the answers to those Mega-Quiz questions were, here's Brian's winning entry form:



1. WHAT IS THE SHOG'AASH OF LAKE GHARGON? *A huge sea dragon*
2. IN THE KAI MONASTERY, WHAT ROOM IS DIRECTLY BELOW THE LORE-HALL OF FIRE? *The Grand Hall*
3. FOR WHAT PURPOSE DID ZAGARNA BUILD FORTS IN THE DURNCRAG RANGE?
Marshalling posts for Giaks and spies.
4. HOW MANY SOLDIERS ARE THERE IN A 'CHARGE'? *200*
5. WHAT IS THE NAME OF DARON'S SISTER? *Thelda*
6. IN WHAT YEAR WAS HOLMGARD BUILT? *MS 3450*
7. ON WHICH RIVER IS THE CITY OF SILDOR SITUATED? *The River Mens*
8. WHO IS THE FAMOUS BROTHER OF THE BARON OF TYSO? *Baleon Medar*
9. HOW MANY COTTAGES ARE THERE IN STONEFURROW? *31*
10. WHAT DOES 'ODNENGA AK' MEAN? *Red River*
11. WHAT DO XAGHASH EAT? *Warm-blooded creatures (humans)*
12. WHICH COUNTRY BORDERS ILION, KAUM, AND LUNARLIA? *Halia*
13. NAME THE TWO GULFS AT EITHER END OF THE TENTARIAS. *Lencia and Tentarium*
14. WHAT CITY LIES 320 MILES DUE EAST OF FIRINA? *Nikesa*
15. WHICH COUNTRY WAS ONCE KNOWN AS NORTHERN LENCIA? *Nyras*

Congratulations to Brian, Peter, Jonathan and Andrew, and to everyone else who took part in the Magnamund Companion Mega-Quiz.



WORD SEARCH

This issue we are featuring a fabulous WEARCH SEARCH puzzle competition which has been devised by Lone Wolf Club member CLAIRE BROTHERTON. The master grid contains 324 from which up to 40 (forty) Lone Wolf words can be found by moving from one letter to the other—horizontally, vertically or diagonally.

All you have to do is locate as many Lone Wolf words (being the names of characters, places, items, etc.) as you can. When you have completed your search, list all the words you have found on a sheet of paper and write down the total number as well. Then, at the bottom of the page, put your name, age, address and Kai rank, and send it to the club, c/o the address shown below.

COMPETITION

All entries must be submitted no later than 20th June 1987. Any received after this date will not be counter so be sure to get your entry in as soon as possible. The winners will be notified by post no later than 1ST JULY 1987.

THE PRIZES

The entrant who has located the highest number of Lone Wolf words hidden inside the word square will win an ALBA CP6 PERSONAL STEREO CASSETTE PLAYER & a set of headphones. The next three entrants whose totals rank the highest of those entries remaining will each receive signed copies of THE LONE WOLF ADVENTURES, the deluxe hardback omnibus edition of Lone Wolf Books 1 & 2.



Send your completed WORD SEARCH sheets to:
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